Project Planning & Management

Project Name: Event Mate – Android Event Countdown App  
Delivery Date: 21/3/2025

**1. Project Proposal**

**Project Idea:**

Event Mate is a native Android application developed in Kotlin. It helps users manage and track their important events by providing a real-time countdown timer along with customizable push notifications and reminders. The app ensures users stay organized and notified about upcoming events through a simple and intuitive user interface.

**Objectives:**

* Enable users to add, edit, and delete events with ease.
* Provide a live countdown timer for each event.
* Send timely push notifications and reminders before an event.
* Deliver a clean, modern, and user-friendly experience based on Material Design.
* Publish the app on Google Play Store.

**Project Scope:**

Platform: Android only

Technology: Kotlin (Native Android Development)

Core Features:

- Event management (Add, Edit, Delete).

- Live countdown timer for each event.

- Customization notifications and reminders.

- User preferences: language selection (English and Arabic), theme mode (Dark/Light).

- Support for English and Arabic languages.

**2. Project Plan**

**Milestones:**

1. UI/UX design (Prototype)

2. Functional implementation of event creation, editing, and deletion.

3. Notifications and reminders working as expected.

4. Final testing and submission.

**Deliverables:**

* APK file of the Android app.
* Source code developed in Kotlin.
* User Manual.
* Technical Documentation.
* Project Presentation.

**3. Task Assignment & Roles**

**Project Manager & Integration Developer**

* Manage project timeline and team coordination.
* Integrate all app components (UI + Logic + Notifications).
* Ensure the core functionalities work together smoothly.
* Prepare the project for release on Google Play Store.
* Create technical documentation and user manual.
* Prepare the final project presentation and delivery.

**UI/UX Implementation Developer**

* Design and implement all app screens using Kotlin.
* Apply Material Design standards for a consistent UI experience.
* Optimize the user experience (UX) for ease of navigation and interaction.
* Ensure compatibility across various screen sizes and devices.
* Implement support for Dark Mode.

**Features & Business Logic Developer**

* Develop the core functionalities: add, edit, and delete events.
* Implement real-time countdown logic for each event.
* Manage event data persistence using Room Database or Shared Preferences.
* Ensure secure and reliable data storage.

**Notifications & Reminders Developer**

* Implement the notifications system using Work Manager and Alarm Manager.
* Set up customization reminders based on user preferences (e.g., days, hours before event).
* Test notification delivery across different Android versions.
* Optimize battery consumption related to background services and notifications.

**QA & Testing Developer**

* Perform functional and UI testing of the app.
* Test performance, responsiveness, and user interaction.
* Verify countdown accuracy and notifications timing.
* Test on multiple Android versions and devices.
* Report and assist in fixing bugs.

**4. Risk Assessment & Mitigation Plan**

**5. KPIs (Key Performance Indicators)**

**6. Submission Overview**

Deliverables:

- APK file of the app

- Kotlin source code

- User Manual

- Technical Documentation

- Project Presentation

Demonstration:

- Live demonstration of the app’s main features

- Presentation explaining the project concept, development process, and key outcomes.

**Gantt Chart (Timeline Overview):**

|  |  |  |
| --- | --- | --- |
| Phase | Dates | Duration |
| Requirement Analysis |  | 3 days |
| UI/UX Design (Wireframes & Prototypes) |  | 4 days |
| Frontend Development (Activities & Layouts) |  | 7 days |
| Backend Logic (Event handling, Notifications) |  | 4 days |
| Notifications & Reminders Integration |  | 2 days |
| Final Testing & Quality Assurance |  | 1 day |

**Risk Assessment & Mitigation Plan:**

|  |  |  |
| --- | --- | --- |
| Potential Risk | Impact Level | Mitigation Strategy |
| Development delays (technical issues) | High | Divide tasks into smaller modules, daily team check-ins, frequent testing. |
| Difficulty with push notification timing | Medium | Use Kotlin’s Work Manager and Alarm Manager, test thoroughly on various devices. |
| UI/UX complexity impacting usability | Medium | Follow Material Design guidelines, conduct usability testing, apply user feedback. |
| Google Play Store publishing challenges | Low | Prepare all assets and documentation early, review and follow Play Store policies. |

**KPIs (Key Performance Indicators):**

|  |  |  |
| --- | --- | --- |
| KPI | Description | Target |
| Number of downloads | App installs from Google Play Store | 100+ downloads in the first month |
| User retention rate | Percentage of users returning to the app after first use | 50% retention after 7 days |
| App responsiveness | Time taken for screens and features to load/respond | Less than 2 seconds |
| Notification delivery success | Notifications delivered on time as scheduled | 95% successful notification delivery |
| User ratings and feedback | User reviews and ratings on Google Play Store | At least 4.0 stars |